Ultima® I~VI Series

IBM® CD-ROM
QUICKSTART AND
PLAYER REFERENCE GUIDE

GETTING STARTED

All Games: Insert the *Ultima* Games CD-ROM into the CD Drive (some CD-ROM drives require you to insert the CD-ROM into a caddy before inserting into the CD-ROM drive).

Log onto your CD-ROM drive. Type **ORIGIN** and press **Enter**. The *Ultima CD Games* menu will check all available drives for the existence of a data disk. If this is the first time you have played, you will be asked if you want to make a data disk. Answer **Y** to proceed. A list of drives will be displayed. Use the up and down arrows to select a drive letter and press **Enter**. The system will make the data disk and proceed to the *Game Select* menu. Use the arrow keys to move to the game of choice and press **Enter**.

Note: After the first time the program is run, the system will automatically search for the data drive. If you need to make a new data disk, select "Make a Data Disk" from the *CD Games* menu.

The software will automatically detect the type of display adapter in your computer. If the game supports different video modes, you will be prompted for your choice.

A message will appear showing you the current selection. To proceed, press **Y**.

Note: If you use a floppy disk for data, it must be at least 720K or greater.

Special Note regarding Exiting the* Ultima I-VI Series *games: When you wish to exit any of these games, be sure to save your current position (if you wish to return to it later) and then reboot your machine by pressing **Ctrl Alt** and **Del** simultaneously.

Attention DOS 5.0 Users

MS-DOS may display the message *Packed file corrupt* when you attempt to load one of these games. This error usually occurs due to a large amount of base memory free. DOS version 5.0 includes the command **loadfix** which allows the games to run successfully. To use **loadfix**, include it at the beginning of the command that starts the *CD Games* menu (i.e. **loadfix Origin**).

If you have any further questions or experience any problems, please contact The Software Toolworks Customer Service at (415) 883-5157 Monday-Friday, 9 a.m.-5 p.m., Pacific time.

REFERENCE MATERIALS

Ultima® I—The First Age of Darkness

Note: Please see page 1 for instructions on installing and running this game on your CD drive.

User's Information

After starting *Ultima I*, press any key to view the *Ultima I Main Menu*.

CREATING A CHARACTER

1. Follow the screen prompts for distributing your 30 attribute points among the five available attributes. The attributes affect the following:

Strength	Determines the severity of your blows during battle.
Agility	Determines the probability of successfully striking a foe and the probability of avoiding attacks. Also affects your ability as a thief.
Stamina	Determines your ability to survive wounds in battle and your ability to stay on your feet at the tavern.
Charisma	Affects the selling price of your possessions in shops.
Wisdom	Determines the reliability of spellcasting and the purchase price of spells in magic shops.
Intelligence	Affects the potency of offensive spells and the purchase price of goods in shops.

2. Select a race. Note that each has specific advantages, based on the following point values automatically assigned to your character's attributes.

Human	+5 Intelligence
Elf	+5 Agility
Dwarf	+5 Strength
Hobbit	-5 Strength points; +10 Wisdom

3. Specify Male or Female for your character.

4. Select the class of your character. The following points are automatically added to your character's attributes:

Fighter	+10 Strength; +10 Agility
Cleric	+10 Wisdom
Wizard	+10 Intelligence
Thief	+10 Agility

5. Name your character (a maximum of 14 letters).

6. Type **Y** when asked whether to save your character. Your character will be saved on your player disk.

STARTING PLAY

1. Once you have saved your character, the following is displayed:
   A Create a Character
   B Continue with a Saved Game

2. Type **B** to start the game. A list of saved characters is displayed.

3. Type the number corresponding to the player you wish to start the game. Only one character can adventure at a time.

MOVEMENT

When traveling in the countryside, the arrow keys correspond to the directions of a compass:

North	↑
South	↓
East	→
West	←

When moving in towers and dungeons, the arrow keys correspond to:

Forward	↑
Backward	↓
Right	→
Left	←

MAKING SELECTIONS

As you travel the lands of Sosaria, you will run into many situations that force you to ready your weapons, armor or magic spells (see **Ready** command in *Reference Guide*).

1. After typing **R** the screen will display: *Weapons, Armor or Spell?*

2. Type the first letter of the category you wish to access. A list is displayed.

3. Type the letter corresponding to your selection.

SPECIAL INSTRUCTIONS—ATTACK

On an IBM keyboard, you can attack in two ways:

1. Press the **A** (**Attack**) key and a directional key.

2. Press **Num Lock** and a directional key.

Reference Information

KEYBOARD COMMANDS

Key	Command	Function
A	**Attack**	Attempt to harm your opponent with the weapon you currently hold. Unless fighting in a dungeon, you must indicate an attack direction.
B	**Board**	Mount a horse or board a raft, frigate, or other form of transportation. You must be standing on the object before boarding.
C	**Cast**	Cast a spell. You must first commit the intended spell to memory, using the Ready command.
D	**Drop**	Dispose of unwanted items while in a town or castle. Dropped items cannot be retrieved.
E	**Enter**	Enter a town, castle, dungeon, or other landmark. You must be standing on the entrance before entering.
F	**Fire**	Discharge a weapon at a foe from a ship or other armed vehicle.
G	**Get**	Pick up adjacent items.
H	**Hyper Jump**	Enables you to travel to other stellar sectors at a speed faster than light. Available only in certain vehicles.
I	**Inform & Search**	Reveals the names of places and things that may be Entered.
		Also permits detection of secret doors and passages in dungeons and may grant a view of your surroundings in future transport crafts.
K	**Klimb**	Climb up or down ladders in dungeons. This command can lead to doom as easily as to fortune.
N	**Noise**	Toggles sound on and off.
O	**Open**	Reveals the contents of a coffin in a dungeon.
Q	**Quit (and save to disk):**	Use this command to stop playing (from the outside world only) and save your progress to disk. You can resume the game from this point.

Key	Command	Function
R	**Ready**	Equip yourself with a specific weapon, wear a selected suit of armor, or learn a magic spell. Must be performed prior to using an item.
S	**Steal**	Used to take items from the unwatched counters of shops and the dark caches in castles. Beware, for the guards frown on this behavior.
T	**Transact**	Conduct business with merchants or kings.
U	**Unlock**	Open cells in castles or chests in dungeons. Danger may follow.
V	**View Change**	Switches the view in future transport crafts between front and top perspectives.
X	**X-it**	Leave behind or dismount your current transport and travel on foot.
Z	**Ztats**	Displays your vital statistics, possessions, and spells. Also used to temporarily stop the passage of time in the game.
Spacebar	**Pass**	Time passes and food is consumed.

WEAPONS & ARMOR

Protection from danger in the dungeons, towers, and countryside is largely dependent on your selection of weapons and armor. These items can be purchased in the town shops throughout Sosaria. The craftsworkers of the realm are known for their expertise, and you should endeavor to acquire the finest examples of their work.

Weapons

a	Hands	i	Amulet
b	Dagger	j	Wand
c	Mace	k	Staff
d	Axe	l	Triangle
e	Rope & Spikes	m	Pistol
f	Sword	n	Lightsword
g	Greatsword	o	Phaser
h	Bow & Arrow	p	Blaster

Armor

a	Skin	d	Plate Mail
b	Leather	e	Vacuum Suit
c	Chain Mail	f	Reflect Suit

Ultima® II—Revenge of the Enchantress

Note: Please see page 1 for instructions on installing and running this game on your CD drive.

User's Information

CREATING A CHARACTER

1. After you have started the game, select C from the *Main Menu* to create.

2. Follow the screen prompts for distributing your 90 attribute points among the five available attributes. The attributes affect the following:

Strength	Determines the damage you can inflict on a foe in a fight. Naturally, each foe's attributes influence the relative success of your attack.
Agility	Influences your skill at wielding a weapon; some weapons require a considerable amount of agility in order to use them at all. Good agility also increases your success at stealing, if your turn to crime to survive.
Stamina	Reflects your ability to defend against attack. Armor adds to your stamina. Attack from extremely strong monsters makes it irrelevant.
Charisma	Governs your success in bargaining with merchants. Prices may be lower when you are fun to have around.
Wisdom	Required to cast spells successfully.
Intelligence	Increases both your bargaining skill and your spell casting ability.

3. Specify Male or Female. Note that each has special advantages, based on the following point values automatically assigned to your character's attributes.

Male	+5 Strength
Female	+10 Charisma

4. Select a race. Note that each has specific advantages, based on the following point values automatically assigned to your character's attributes.

Human	+5 Intelligence
Elf	+5 Agility
Dwarf	+5 Strength
Hobbit	-5 Strength points; +10 Wisdom

5. Specify a profession for your character. Once again, the following point values will be automatically assigned to your character's attributes.

Cleric	+10 Wisdom
Fighter	+10 Strength
Thief	+10 Agility
Wizard	+10 Intelligence

6. Name your character and press **Return/Enter**. Press **Y** if you want to keep this character.

7. When you return to the *Ultima II* menu, press **P** to play the game.

MOVEMENT

When traveling in the countryside, the arrow keys correspond to the directions of a compass:

North   ↑
South   ↓
East   →
West   ←

When moving in towers and dungeons, the arrow keys correspond to:

Forward   ↑
Backward   ↓
Right   →
Left   ←

SPECIAL INSTRUCTIONS—KEY COMMANDS

Escape key	Acknowledges disk swap or exits demo mode.
Ctrl + S	Toggles sound on and off.
Ctrl + ←	Slows game down.
Ctrl + →	Speeds game up.

Reference Information

KEYBOARD COMMANDS

Key	Command	Function
A	**Attack**	Lets you fight someone or something. Command must be followed by a direction, unless you're in a tower or dungeon.
B	**Board**	Mount a horse or board a plane, ship, or other form of transportation. See **X-it** to leave a mode of transport.
C	**Cast**	Cast a spell. A spell must be readied using the **M** (**Magic**) command. Spells can be cast only in dungeons and towers.
D	**Descend**	Go down a level in a dungeon or tower.
E	**Enter**	Enter a town, castle, dungeon or other landmark or read a sign. You must be standing on the entrance before entering.
F	**Fire**	Fire your ship's guns at a foe.
G	**Get**	Pick up items (for example, treasures, weapons). You must be standing on the item you wish to get.
H	**Hyperspace**	Catapults your spaceship to the specified coordinates.
I	**Ignite**	Lights a torch.
J	**Jump**	Lets you jump up and down—a good way to release frustration.
K	**Klimb**	Climb up a level in a dungeon or tower.
L	**Launch/Land**	Toggles takeoffs/landings (on grass only) in a plane or rocket.
M	**Magic**	Readies a magic spell you know for casting.
N	**Negate**	Stops time for all things farther than one square away from you—if you possess a specific magic item.
O	**Offer**	Offers gold as payment or bribe.
P	**Pass**	Allows one game turn to pass without any action. Same as **Spacebar**.

Key	Command	Function
Q	Quit (and save to disk)	Use this command to stop playing and save your progress to disk. You can resume the game from this point. Available only while on foot in the Earth's countryside.
R	Ready	Equip yourself with a weapon you own.
S	Steal	Attempts to take items from stores without paying for them. May or may not work for weapons, armor, food, transport. Be sure to plan an escape route.
T	Transact	Initiate conversations or conduct business with townspeople, merchants, and royalty. Must be followed by a direction command.
U	Unlock	Open doors if you possess the keys. You must indicate direction of door.
V	View	Toggles between normal view and bird's-eye view of town or planet. You must possess the correct magical item to use this command.
W	Wear	Put on a suit of armor that you own.
X	X-it	Leave behind or dismount your current transport and travel on foot.
Y	Yell	To yell anything you can type. Often used in combination with **Jump**.
Z	Ztats	Displays your vital statistics, possessions, and spells. Also used to temporarily stop the passage of time in the game.

WEAPONS & ARMOR

The skillful use of weapons, combined with the proper armor, can spell the difference between success and failure in your quest. Armor and weapons can be purchased at shops in the towns. The cost of weapons increases with their effectiveness. The cost of armor increases according to the amount of protection it affords.

The following abbreviations are used by the shopkeepers when you attempt to purchase weapons and armor.

Weapons

DA	Dagger	SW	Sword
MA	Mace	GR	Great Sword
AX	Axe	LI	Light Sword
BO	Bow	PH	Phasor
QU	Quick Sword		

Armor

Cloth	Plate
Leather	Reflect
Chain	Power

Ultima® III—Exodus

Note: Please see page 1 for instructions on installing and running this game on your CD drive.

User's Information

CREATING A CHARACTER

1. Once the sample view of Sosaria is displayed, press **Space** to view the *Main Menu*.

2. Select **Organize a Party** by pressing **O** and pressing **Enter** on the keyboard. A new menu is displayed. *Note:* To select from a menu, enter the first letter of the selection.

3. Press **C** and **Enter** to select **Create a Character**.

4. Assign a number between 1 and 20 to your character.

5. Name the character (a maximum of 13 letters may be used).

6. Specify sex: Male, Female or Other (**M, F,** or **O**).

7. Select a race: Human, Elf, Dwarf, Bobbit or Fuzzy.

8. Select a class for your character: Fighter, Cleric, Wizard, Thief, Paladin, Barbarian, Lark, Illusionist, Druid, Alchemist, or Ranger.

9. Assign Attribute Values. A maximum of 50 points can be divided among the four available attributes: Strength, Dexterity, Intelligence and Wisdom. (See manual for explanations of attributes and maximum attribute levels). *Note:* Characters are assigned certain attributes when you define sex, race and type. These 50 points allow you to further develop your characters.

    No fewer than 5 points can be assigned to any one attribute, and no more than 25 points can be assigned to a single attribute. If inappropriate values are used, the character disappears and must be reinstated.

    After entering values for each attribute, press **Y** and **Enter** to accept this character.

    Repeat until you have defined as many characters as you wish to take with you on your journey.

STARTING PLAY

1. Select **Form a Party** by pressing **F** at the menu. You can select up to four characters to include in your party by entering their assigned numbers from the register display. Enter **0** (zero) if you wish to play with fewer than four characters.

2. Press **M** to select *Main Menu*.

3. Enter **J** to select **Journey Onward** from the *Main Menu*.

4. You have entered the plains of Sosaria. Immediately press **W** and don your cloth armor. Then press **R** and ready your dagger (it's probably a good idea to find a town and purchase even better weapons and armor. See the list of weapons and armor on page 15).

MOVEMENT

When traveling in the countryside, the arrow keys correspond to the directions of a compass:

North	↑
South	↓
East	→
West	←

When moving in towers and dungeons, the arrow keys correspond to:

Forward	↑
Retreat	↓
Right	→
Left	←

SPECIAL INSTRUCTIONS—KEY COMMANDS

Escape   Cancels command selection (except for **Yell** and **Other**)
0-4   Indicates player number when asked (**0** = no player)

Reference Information

KEYBOARD COMMANDS

Key	Command	Function
A	**Attack**	Attempts to damage foe with "ready weapons." Must be followed by indicating the direction for the attack.
B	**Board**	Mount a horse or board a frigate.
C	**Cast**	Cast a magic spell. Must be followed by the player number (except during combat), spell type (W/C) when needed, and the spell letter.
D	**Descend**	Climb down a ladder to the next lower dungeon level.
E	**Enter**	Enter a town, castle, dungeon, or other landmark.
F	**Fire**	Discharge a ship's cannons (after boarding) in direction indicated.

Key	Command	Function
G	Get Chest	Open chest. Must be followed by the number of the player who will search for traps, open the chest, and acquire its contents.
H	Hand Equipment	Trades equipment between two players. Followed by prompts to determine what is to be exchanged.
I	Ignite a Torch	Lights a given player's torch.
J	Join Gold	Gives all gold in party to player indicated.
K	Klimb	Climb up a ladder in a dungeon.
L	Look	Identifies an object in a specified direction.
M	Modify Order	Exchanges the positions of any two players within the party.
N	Negate Time	Stops time for all outside of the party. Requires a special item.
O	Other Command	Enter any command desired during game play.
P	Peer at a Gem	Shows players a bird's-eye view of a town, castle, dungeon level, or the outside world. One viewing per gem.
Q	Quit (and save to disk)	Use command to stop playing (from the outside world only) and save your progress to disk. You can resume the game from this point.
R	Ready Weapon	Equip yourself with a specific weapon for use in combat.
S	Steal	Use to steal chests from behind store counters. Success depends on skill.
T	Transact	Use to talk to townspeople or trade with merchants.
U	Unlock	Open doors if you have the key. Must be followed by direction to door and the player whose key is to be used. One use per key.
V	Volume	Toggles sound effects on and off.
W	Wear Armor	Outfits player with specified armor if owned.
X	X-it	Leave behind or dismount your current transport and travel on foot.
Y	Yell	Allows player to yell any word desired.

Key	Command	Function
Z	Ztats	Displays your vital statistics, possessions, and spells.
	Space	Pass one game turn without taking any action. Food is consumed.

Weapons & Armor

Weapons		Equipment	Armor
Hands		A	Skin
Dagger		B	Cloth
Mace		C	Leather
Sling		D	Chain
Axe		E	Plate
Bow		F	
Sword		G	
Two-handed Sword		H	

(Partial list only)

You must purchase weapons and armor for every member of your party. Before you engage in battle, you must ready a weapon for each character. You can select and ready weapons only from among those owned by a specific character. You must also ready armor for each specific character.

Ultima® IV: Quest of the Avatar

Note: Please see page 1 for instructions on installing and running this game on your CD drive.

User's Information

CREATING CHARACTERS

1. After starting *Ultima IV*, you will see a scene of Britannia. Press any key to bring up the *Ultima IV Main Menu*.
2. The first time you play, you will need to press **I** to select **Initiate New Game**. (To continue with a prior saved game, press **J** to select **Journey Onward**.)
3. Enter the name of your new character.
4. Select the sex of your new character.
5. Watch the introduction sequence. It will tell you how you have managed to arrive in Britannia.
6. Answer the questions asked by the gypsy. There are no "right" or "wrong" answers—just let your inner feelings be your guide.
7. After answering all of the gypsy's questions, you will be taken straight into the game.

MOVEMENT

DIRECTION OF MOVEMENT KEYS

⬆ - North or Forward   ⬅ - West or Turn Left

⬇ - South or Retreat   ➡ - East or Turn Right

RUNIC ALPHABET

A	ᚠ	I	ᛁ	R	ᚱ	TH	ᚦ
B	ᛒ	J	ᛁ	S	ᛋ	EE	ᚾ
C	ᚲ	K	ᚴ	T	ᛏ	NG	ᛜ
D	ᛗ	L	ᛚ	UV	ᚢ	EA	�
E	ᛘ	M	ᛘ	W	ᚻ	ST	ᛗ
F	ᚥ	N	ᛏ	X	ᛉ		
G	ᚷ	O	ᚠ	Y	ᛇ		
H	ᚼ	P	ᚴ	Z	ᛦ		

Reference Information

KEYBOARD COMMANDS

Key	Command	Function
A	Attack	Attempt to engage your foe with the weapon you have readied (**Ready a Weapon** command); must be followed by the direction of the foe.
B	Board	Board a vessel or mount a horse.
C	Cast	Cast a magic 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, towns, castles, dungeons, and shrines.
F	Fire	Fire a ship's cannons (once you have boarded); must be followed by a direction. *Note:* Broadsides 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:* It's a good idea to use the player with the highest number of Dexterity points 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 your wounds. *Note:* This command may be used successfully only with limited frequency.
I	Ignite a Torch	Light a torch for illumination in dungeons. Requires a special item.
J	Jimmy Lock	Use a magic key to unlock a sealed door. Must be followed by the direction of the door that you wish to unlock.
K	Klimb	Climb up a ladder to the next level of a building or dungeon to reach the surface from the topmost level of a dungeon.

Key	Command	Function
L	Locate Position	Requires a special item.
M	Mix Reagents	Prepare material components of spells for later use. *Note:* You 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 you wish to mix them.
N	New Order	Exchanges the position of two players indicated within your party, except for player #1, for you 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; you may continue after this command or power down the computer.
R	Ready a Weapon	Equip a player with the weapon of your choice (if owned) for use in combat.
S	Search	Search your exact current location for unusual items.
T	Talk	Allows a player to converse with merchants or townsfolk in the direction indicated. (See Special *Note* below.)
U	Use	Use an item you have found during play by means of the **Search** command.
V	Volume	Toggles sound effects on or off.
W	Wear Armor	Outfits a player with the armor of your choice (if owned) for defense in combat.
X	Xit	That's (e)xit your current form of transportation and continue on foot.
Y	Yell	Yell "giddyup" or "whoa" to speed up or slow down your horse.
Z	Ztats	Displays the status and attributes of a selected player; if **O** is pressed instead of a player number, this command will display the lists of weapons, armor, items, reagents, and mixtures. The ← and → keys will scroll through these lists, while pressing any other key will return you to game play.

Special Note: Talking with the people found in the game is one of the most important features of *Ultima IV* to master. It is almost impossible to solve your quests without talking to virtually all people in each town. All persons with whom you talk are capable of a full conversation. They can be asked about their "Name," "Job," and "Health". You may "Look" again at their visual description. From this information you should be able to discern what else they might know, hinted at *directly* by use of the *precise* words in the conversation. For example: If you were to ask Dupre about his "Job" and he were to respond "I am hunting Gremlins," you might think to ask him about "Hunting" or "Gremlins"—about either of which he might offer some insight.

Each of these people might ask you a question as well; be sure to answer the question honestly, for dishonesty will be remembered and not reflect well on you for the rest of the game. Often you will not know what to ask a townsperson until you have been told by another: e.g. Iolo the Bard might tell you to ask Shamino the Ranger about swords. Even if you had met Shamino earlier you wouldn't have known to ask about swords, and thus you would have to seek him out again if you wish that knowledge.

Some of the people that you will meet may be willing to become your traveling companions. If wish for a character to become a player in your party, you must ask him or her to "Join" you. It is wise to strengthen your party as rapidly as possible, up to the seven companions you will need to complete the game. When you are through with a conversation, then speak the word *"Bye"* as an accepted means of politely ending the conversation.

Be sure to keep a journal of your travels! Many of the clues to solving the quests of *Ultima IV* are contained in the various and diverse conversations you might have with the various townsfolk. It would be next to impossible to solve this game without some means of referring back to prior conversations held during play.
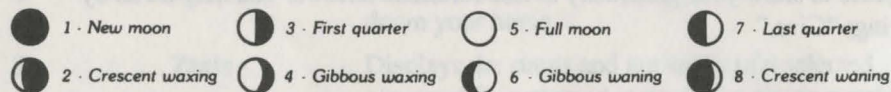
Be sure to thoroughly explore the cities and towns! Many of the quests within *Ultima IV* are contained entirely within individual cities. It is wisest to spend a great deal of time seeking out the answers that lie hidden in each one of the various towns of Britannia before moving on to another.

Note: During your conversations with people in *Ultima IV*, you may feel the impulse to show your generosity to less fortunate fellows. You may do so by saying: *"Give."*
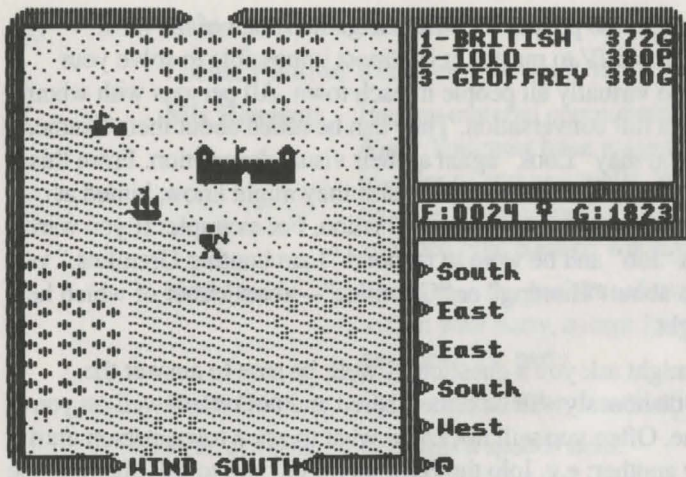
Your party is seen here standing on a point of land that juts into the sea. To the North is a castle; a ship rocks gently on the waves to the Northwest. Just above the ship, one can see a town. Your party consists of three travelers—British, Iolo, and Geoffrey—whose names appear in the *Party* window. Their current status is also displayed there: British has 372 Hit Points and is in Good condition; Iolo has 380 Hit Points and is suffering from Poison; and Geoffrey has 380 Hit Points and is in Good condition. The narrow window below indicates that the party has 24 units of Food and 1823 Gold pieces. The symbol in the center indicates whether or not any spells are currently active.

Paused to cross a bridge, your party can see an approaching band of Skeletons to the northeast. At the top of the view window you can see the current status of the twin moons Trammel and Felucca, which is Crescent Waning for Trammel and Last Quarter for Felucca. The moon phases are represented as follows:

- 1 · New moon

- 3 · First quarter

- 5 · Full moon

- 7 · Last quarter

- 2 · Crescent waxing

- 4 · Gibbous waxing

- 6 · Gibbous waning

- 8 · Crescent waning

You are currently checking on the status of the traveler Iolo and his attributes show in the *Party* window. You can see that he is a Male Bard whose condition is Good; he has 13 Magic, 16 Strength, 19 Dexterity, and 13 Intelligence points. He has attained Level 4 and currently has 376 Hit Points, with a Hit Point maximum of

400; he has 714 Experience Points. His current weapon is a Sling, and he wears Cloth Armor.

Your party can be seen at the bottom part of the view window engaged in mortal combat with four Pirates who are aboard their ship. Note that as each member of your party has the opportunity to strike a blow, his or her current weapon is displayed below the name. The direction of the wind is indicated at the bottom of the view window. If you 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 your gold would normally be displayed.
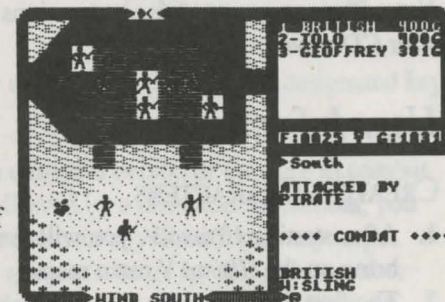
Magical ability is directly related to the Profession and Intelligence of yourself and your traveling companions. Magical strength is twice the Intelligence of the spellcaster, with potential modified by Profession. The enchantment potential of the various Professions is:

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

Note: Please see page 1 for instructions on installing and running this game on your CD drive.

## User Information

CREATING CHARACTERS

1. After starting *Ultima V*, you will see a scene of Britannia. Press any key to bring up the *Ultima V* main menu.
2. The first time you play, you will need to press **C** to select **Create New Character**.
3. Enter the name of your new character.
4. Select the sex of your new character.
5. Answer the questions asked by the gypsy. There are no "right" or "wrong" answers—just let your inner feelings be your guide.
6. After answering all of the gypsy's questions, you will be taken back to the *Ultima V* main menu.
7. Once you have finished creating your character, press **J** to select **Journey Onward**.

MOVEMENT

Except in dungeons or during 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.

```
          N
     ┌───┬───┬───┐
     │ 7 │ 8 │ 9 │
     ├───┼───┼───┤
  W  │ 4 │   │ 6 │  E
     ├───┼───┼───┤
     │ 1 │ 2 │ 3 │
     └───┴───┴───┘
          S
```
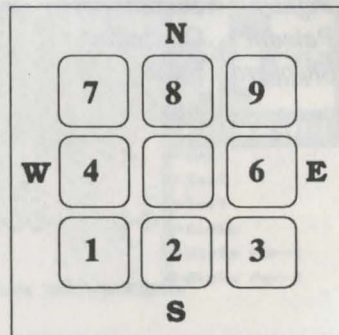
MENUS

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 **Spacebar** 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.

Key	Command	Function
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 **Spacebar** 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 towns, 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 fire only 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 pass time quickly. 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.

Key	Command	Function
J	Jimmy lock	Unlock most doors and safely open chests with a skeleton key. Keys are reusable 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 Spacebar or Enter key to select or deselect 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.

Key	Command	Function
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 Spacebar 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.

Key	Command	Function
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 commands that 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.
Spacebar	**Pass**	Pass a turn, allowing time in the game to proceed. Also aborts any command requiring a directional key.
Escape	**Escape**	Aborts or exits commands that 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.
Ctrl-E	**Exit Game**	Exit the game and return to the *CD Games* menu. Be sure to save your game first if you want to save your current position.

HINTS

Conversation is integral to *Ultima V*. 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. All inhabitants will talk about their jobs and give you their names, 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 on 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.

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

harbor to the southwest. A marauding band of Ettins, evil two-headed giants, approaches from the north.
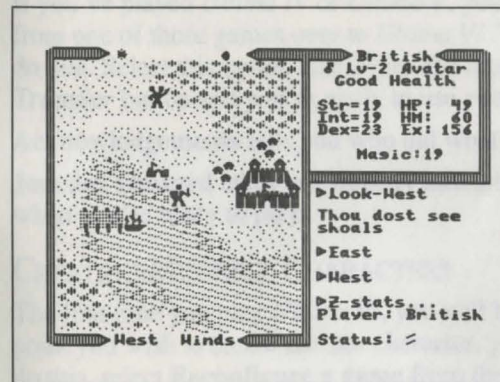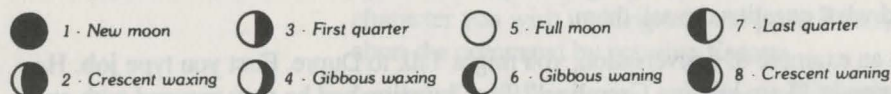
In the upper-right window the **Z-stats** command shows the status of the companion British. Normally the party members would be listed in this window. British is a Male Avatar who has attained the second Level of experience. He is in Good Health, 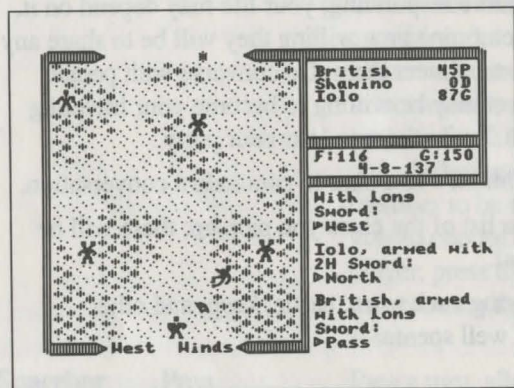with 19 Strength, 19 Intelligence, and 23 Dexterity Points. While he currently has 49 Hit Points, he can have a Maximum of 60 Hit Points. He has earned 156 Experience Points in battle and has 19 Magic Points.

Pressing the → key at this point would display the list of armor 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 moon phases are represented as follows.

● 1 · New moon   ◐ 3 · First quarter   ○ 5 · Full moon   ◑ 7 · Last quarter

◖ 2 · Crescent waxing   ◐ 4 · Gibbous waxing   ○ 6 · Gibbous waning   ● 8 · Crescent waning

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 midmorning.

Ultima® VI—The False Prophet

Note: Please see page 1 for instructions on installing and running this game on your CD drive.

User Information

THE MAIN MENU

When you start *Ultima VI*, 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.

CREATING MULTIPLE CHARACTERS

The first time you play *Ultima VI*, you will have to create a character. If at some point you wish to create another character, you must reconfigure your data disk. To do this, select **Reconfigure a game** from the *CD Games* menu and then select **Ultima VI: The False Prophet**. You will eventually be asked if you want to *initialize* or *continue* your current game. If you choose to initialize, then your current character will be erased so you can create a new one.

SCREEN LAYOUT

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

Labels: Map, Command Icons, A C T L G D M U R B, Sun & Moons, Hit Points, Status Display, Message Scroll
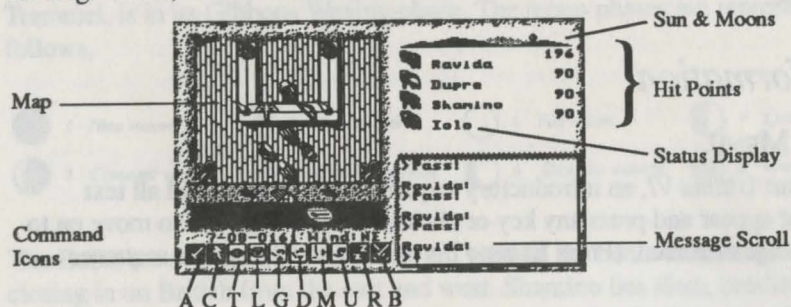
The Map

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 his or her 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 **Spacebar**.

The Status Display

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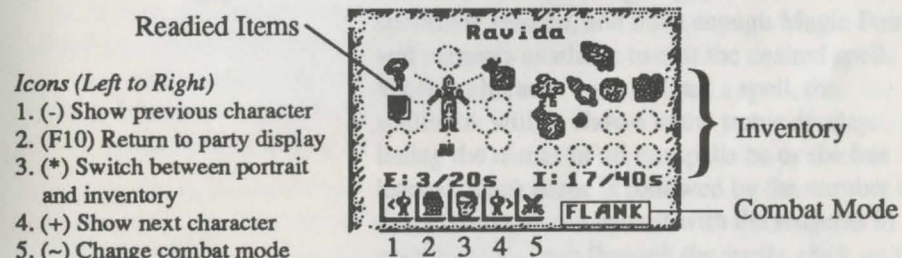
When a party has more than five characters, arrows appear at the top and bottom of this part of the screen. Click on these arrows to scroll up and down through the list of party members. The + and - keys can also be used.

If you click on a character's name, or press a function key (**F1-F8**), you will be shown that character's portrait and statistics. The higher a stat, the better. *Strength* determines how much a character can carry, and how effectively he or she can strike with bludgeoning weapons. *Dexterity* determines how quick characters are (faster characters get to move and/or attack more often) and how effective they are with nonbludgeoning weapons as well as crossbows, bows, and other missile weapons. *Intelligence* determines a 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 be regained only 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.

Readied Items

Icons (Left to Right)
1. (-) Show previous character
2. (F10) Return to party display
3. (*) Switch between portrait and inventory
4. (+) Show next character
5. (~) Change combat mode

Labels: Ravida, E: 3/20s, I: 17/40s, FLANK, Inventory, Combat Mode, 1 2 3 4 5

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 or her 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 **Fl** 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:

Key	Command	Function
A	**Attack**	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.
C	**Cast**	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 he or she has 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 ← and → keys on the keyboard.

You cast a spell by clicking on its name, or by selecting it with the ↑ and ↓ keys 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.

Key	Command	Function
		There is one special spell, the **Help** spell, which requires no reagents. This will return you instantly to Lord British's Castle. It should be used only in the most desperate of situations, however, as it will usually cost your party many experience points.
T	**Talk**	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. The character's portrait will appear in the status display while he or she is 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.

Key	Command	Function
L	**Look**	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.
G	**Get**	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.
D	**Drop**	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.
M	**Move**	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 the character on the map. When you buy a new spell, you must move it into your spellbook before you can cast it.
U	**Use**	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 **O** through **9**, and press **Enter** when finished.

Key	Command	Function
R	Rest	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. Characters 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 rest only on land. At sea, this command repairs your frigate. Multiple "Rests" may be required to repair a ship completely.
B	Begin/Break Off Combat	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 him or her on the 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 that character's 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 the *Ultima CD Games* menu. 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.
O (zero)	Exits *Solo* mode and returns to *Party* mode.
Escape	Aborts most functions.