ULTIMA II ™
PLAYER GUIDE - ATARI

★★ Never Use The Player Master (Disk 1, Side 2) To Create A Character ★★

The wisest thing for Atari adventurers to do is to make a copy of the Player Master right away. After you create a new "personalized" Player Disk, you should label that disk with the name of your new character. NEVER use the Player Master disk itself for actual game play; if you do, you will never be able to create new characters with that disk again.

COPYING YOUR PLAYER MASTER
1. Remove all cartridges from the computer.
2. With the label side down, insert your ULTIMA II PLAYER MASTER Disk (Side 2) in the drive.
3. Close the door and turn on the power to the drive.
4. Turn the power on to the computer and monitor.
5. Follow the prompts on the screen to take out your Player Master, (ALWAYS WAIT UNTIL THE TOP LIGHT ON THE DRIVE GOES OUT BEFORE YOU REMOVE A DISK), and then insert your new blank disk in the drive.

PRESS (ANY KEY)
6. You will then be instructed on the screen to take out the disk and reinsert the Player Master.

PRESS (ANY KEY)
7. You will swap disks until all of the Player Master has been copied onto your blank disk.
8. It will take several minutes to complete the process. When the Player Master has been copied, the prompt on the screen will say, "COPY COMPLETE." It is a good idea to make two or more copies, so that you have them ready when you need them to create your character.

LOADING INSTRUCTIONS
1. With the label side up and your thumb on the label, insert your ULTIMA II PROGRAM MASTER Disk (Side 1) in the drive.
2. Close the door and turn on the power to the drive.
3. Turn on the power to the computer and monitor.
4. After the banner (title) pages appear, a menu will appear on the screen:

TYPE
P - PLAY GAME OF ULTIMA II
C - CREATE A NEW CHARACTER
CHOICE:

TO PLAY A GAME OF ULTIMA II
1. To continue with your game of ULTIMA II, PRESS (P), and wait until the top red light on the drive goes out.
2. Take out the Program Master, insert your Player Disk, and follow the prompts on the screen.

CREATE A CHARACTER
1. To create a new character, PRESS (C), and wait until the top red light goes out.
2. Take out your Program Master and insert a (newly copied) Player Disk in the drive.

PRESS (ESC)
3. A Player Generation Page will appear on the screen. Fill in the values to give your character a soul. You have 90 points to distribute among the six attributes; you must give each attribute at least ten (10) points. Refer to the handbook for explanation of player attributes.
4. Once you have distributed the points, choose your character's sex, race, profession and name.
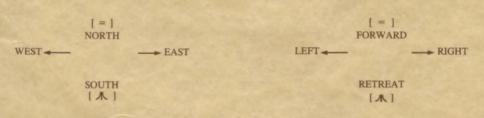5. The screen will ask if you are satisfied. If yes,

PRESS (Y)
and the attributes will be copied to your Player Disk.
6. Follow the prompts to begin playing the game.

MOVEMENT COMMANDS

ON PLANET SURFACE

[=]
NORTH

WEST ◄—— ——► EAST

SOUTH
[⅄]

DUNGEONS OR TOWERS

[=]
FORWARD

LEFT ◄—— ——► RIGHT

RETREAT
[⅄]

On the surface of a planet, the right and left arrow keys control movement east and west; the equal key moves north and the ◄ ⅄ ► key south. In dungeons and towers the right and left arrows control right and left turns; the equal key moves forward and the ◄ ⅄ ► key retreats. Pressing the space bar in any area will pass your move. The ◄ESC► key will acknowledge a disk swap. In space, movement is determined by xeno, yako and zabo coordinates; refer to the Ultima II Galactic Map for the coordinates of your chosen destination.