LOADING INSTRUCTIONS

*Turn on the power to the disk drive; turn on the power to the monitor, then the computer. When the drive stops (the red light will go out) insert your **Ultima II** Program Master Disk into the drive and close the door. Type ◄LOAD"ULT",8,1► and press ◄RETURN►. After the banner page appears, a demonstration will begin. You may either press ◄C► to create a character or ◄P► to play **Ultima II**. To play, press ◄P►. When the drive stops take out the Program Master, insert your Player Disk (with your character on it), and press ◄FI► (every time you exchange disks you acknowledge the disk swap by pressing ◄FI►). Follow the prompts on the screen to enter the world of **Ultima II**.*
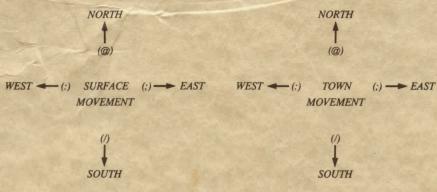
CREATE A CHARACTER

To create a character, press ◄C► during the introductory demonstration. Take out your Program Master and insert a Player Disk; press ◄FI►. You may now create a friend by following the instructions on the screen. You have 90 attribute points to distribute among the six attributes; you must give each attribute at least ten points. Refer to the handbook for explanations of player attributes.

*Once you have distributed the attribute points, choose your character's race, profession, sex and name. When you are satisfied with your friend he/she will be recorded on your Player Disk. Label it with the character's name for easy reference. Follow the prompts to enter the world of **Ultima II**.*

If your player dies, or if you are dissatisfied with your present character, you may recreate a different player on your Player Disk. Your old character will be replaced by a new one. If you wish to create more characters than you have disks, you may use any commercially available copy program to copy one of your Player Disks; or you may purchase extra blank Player Disks by sending $7.50 for each to:

Sierra On-Line, Inc.
Ultima II Commodore Blank Player Disks
Sierra On-Line Building
Coarsegold, CA 93614

MOVEMENT COMMANDS

NORTH   NORTH

↑   ↑

(@)   (@)

WEST ← (:)   SURFACE   (;) → EAST   WEST ← (:)   TOWN   (;) → EAST

MOVEMENT   MOVEMENT

(/)   (/)

↓   ↓

SOUTH   SOUTH

On the surface of a planet, the semicolon ◄;► and colon ◄:► keys control movement east and west; the at ◄@► key moves north and the slash ◄/► key south. In dungeons and towers the semicolon and colon keys control right and left turns; the at key moves forward and the slash key retreats. Pressing the space bar in any area will pass your move. In space, movement is determined by xeno, yako and zabo coordinates; refer to your **Ultima II** *Galactic Map for the coordinates of your chosen destination.*

FORWARD   FORWARD

↑   ↑

(@)   (@)

LEFT ← (:)   DUNGEON   (;) → RIGHT   LEFT ← (:)   TOWER   (;) → RIGHT

MOVEMENT   MOVEMENT

(/)   (/)

↓   ↓

RETREAT   RETREAT