

ULTIMA[®] WORLDS OF ADVENTURE 2
MARTIAN DREAMS[™]
REFERENCE GUIDE
IBM-PC AND 100% COMPATIBLES

MARTIAN DREAMS[™]

BEGINNING PLAY

First read "Getting Started" to install *Martian Dreams* on your system.

To begin play from your hard disk prompt (for example, C: >), type CD\MARTIAN to change to the *Martian Dreams* subdirectory. (If you selected a path name other than our default choice, change to the subdirectory to which you installed the game.)

After selecting the game subdirectory, type MARTIAN<ENTER> to begin.

THE MAIN MENU

After loading, an introductory sequence begins. The introduction runs automatically, but you can press <ENTER> to skip quickly from one scene to the next. Press <ESCAPE> if you wish to leave this sequence entirely. Next, the main menu appears, listing four options: RUN INTRODUCTION, CREATE CHARACTER, CONTINUE GAME and ABOUT MARTIAN DREAMS.

To select one of these options, use the arrow keys or numeric keypad to highlight the option you want and then press <ENTER>.

To exit the introduction, character creation or credits, press <ESCAPE>.

These sequences will run automatically, but you can move from one screen to the next more quickly by pressing <SPACE>.

Run Introduction

RUN INTRODUCTION tells how you arrived on Mars. Information in this sequence is vital to your quest.

Create Character

CREATE CHARACTER must be selected the first time you play. When you are asked to name your character, a flashing cursor appears on screen. Type your character's name (up to 12 letters long) and then press <ENTER>. If you do not type a name, the game assumes you are using the default (Avatar). Go on to the next portion of the character creation system by pressing <SPACE>.

During character creation, you are asked a series of questions. Answer A or B to each question by typing in the appropriate letter. The answers you provide determine the attributes and gender of the character you play. For example, to play a male character, tell Dr. Freud that you identify with your father (A); to play a female, identify with your mother (B).

Continue Game

CONTINUE GAME lets you begin playing *Martian Dreams*. In future sessions, this selection returns you to your last saved game. You can also continue a saved game directly from DOS by typing GAME at the \MARTIAN prompt.

About Martian Dreams

ABOUT MARTIAN DREAMS lists all of the people who worked on the game.

USING THE MOUSE

Martian Dreams allows you to use a mouse and/or keyboard during play. All movement and icon selections can be handled using either of these devices. (For the exact uses of each device during game play, refer to the appropriate section(s) below.) If you use a mouse, bear in mind the following general rules:

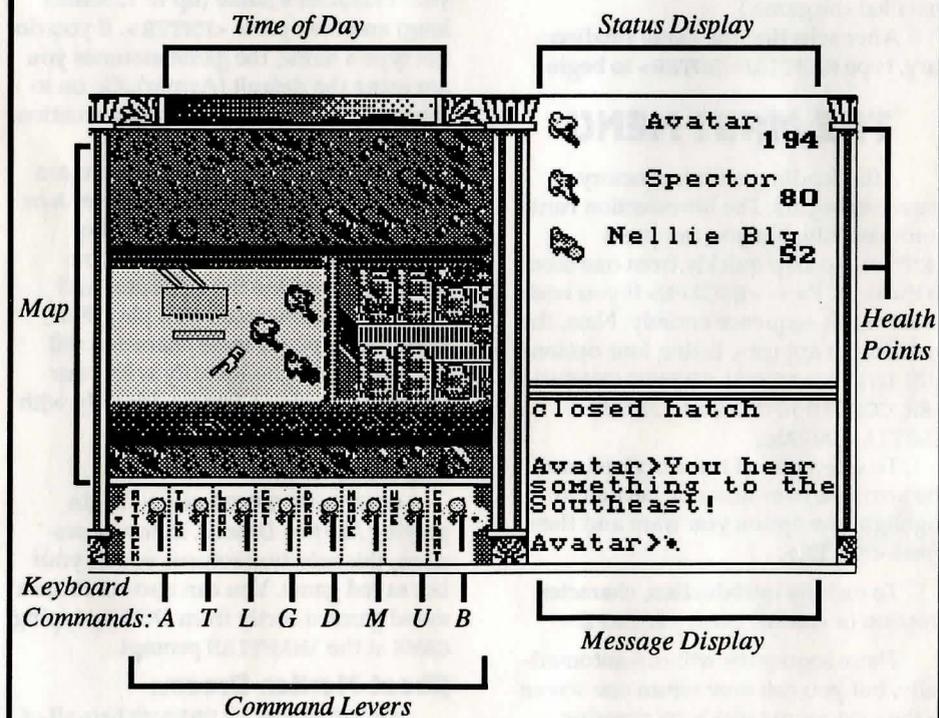
- The left mouse button is the select or "do-it" button.
- The right mouse button can be used to select a "shortcut" command, so that a common command is activated

whenever the right button is clicked.

- The mouse pointer changes shape depending on where it is on the screen. On the Map, the pointer is a hand indicating your direction of travel. In the Status Display and Command Levers sections of the screen, the pointer changes to a magnifying glass. If you select a command that requires a location, the mouse remains a magnifying glass, even on the Map. The mouse changes to a pocket watch in the Message Display.

SCREEN LAYOUT

The game screen is divided into four regions—the Map, the Status Display, the Message Display, and the Command Levers.



THE MESSAGE DISPLAY

At the lower right of the screen is the Message Display. All text describing things you see and hear, as well as the results of your actions, are shown here.

When a message is too long to fit on the scroll, a flashing, downward-pointing arrow appears at the bottom of the Display. To view the rest of the message, press the spacebar or position the cursor in the Message Display and click the mouse.

When the game is waiting for keyboard input from you (when you are asked a "yes" or "no" question, for example, or when you must press <ENTER> to continue), a tiny Mars, orbited by its two moons, appears at the end of the current line in the Message Display. Press Y or N, or press <ENTER> to continue.

THE STATUS DISPLAY

In the upper right-hand corner of the screen is the Status Display. This normally displays a roster of all the members of your party, along with each character's figure and current health points. A character whose health points are printed in *red* is hurt badly; one whose health points are *blue* is suffering from oxygen deprivation; *white* means a character is freezing; and *purple* indicates radiation poisoning.

If you click on a character's name, you are shown his portrait and statistics. The higher a statistic is, the better.

STR (Strength)

Strength determines how much a character can carry and how effectively the character strikes with bludgeoning weapons.

DEX (Dexterity)

Dexterity determines how fast the character is and how well the character uses non-bludgeoning weapons such as

swords, guns, and other ranged weapons. Faster characters get to move and/or attack more often than slower ones.

INT (Intelligence)

For characters other than the Avatar, *Intelligence* determines the ability to anticipate the results of certain actions. (Don't give an area-effect weapon with a wide firing arc to a character with low intelligence.) Intelligence also affects the duration of any psychokinetic powers acquired during the game.

HP (Health Points)

Health Points indicate the character's current health. This score is reduced by damage from poison and from injuries suffered in combat. Unconsciousness results when a character's HP score reaches 0.

HM (Health Maximum)

Health Maximum is the maximum number of health points a character can have. If your character's HP and HM scores are the same, the character is perfectly healthy.

Lev (Level)

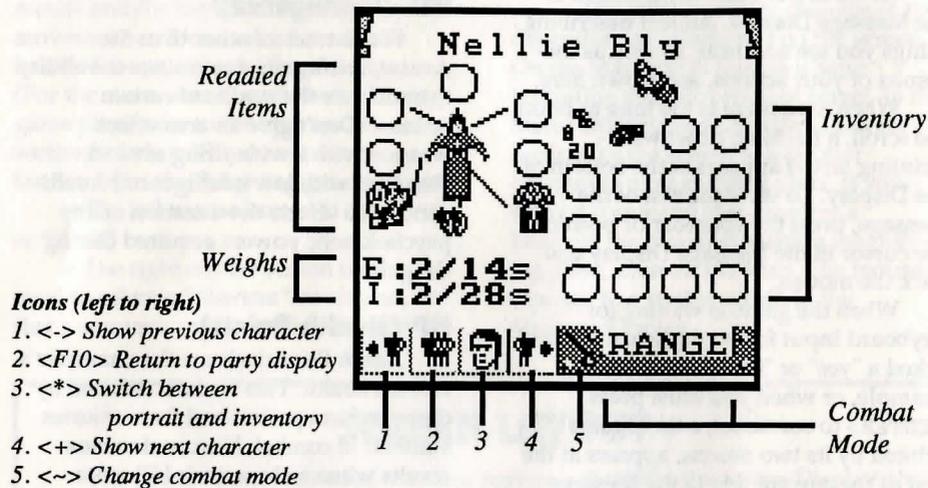
Level is an indication of your character's overall prowess. Level increases as the character gains experience points (see below). Each time a character goes up a level, STR, DEX or INT increases. Maximum Health usually goes up, too. The character must rest in a tent (see Use, below)—and dream while doing so—to increase a level. (You will dream automatically when a character is ready to go up a level.)

XP (Experience Points)

Experience Points increase as the character accomplishes things in the game. Experience Points are earned for defeating hostile creatures. Points are lost when a character is knocked unconscious.

THE INVENTORY DISPLAY

To view a character's inventory, select one of the figures to the left of the roster by clicking on it with your mouse or pressing F1-F5.



Keyboard

The use of the mouse in the Inventory Display is explained in detail below.

To use the keyboard, press the <TAB> key once. Crosshairs appear in the Map window on top of the active character (the Avatar unless you're in solo mode with another character). This selects that character.

Press <TAB> again and the inventory of the selected character appears in the Status Display. The crosshairs appear on the character figure above the inventory.

Use the arrow keys or the numeric keypad to move the crosshairs within the Inventory Display. When the crosshairs are on the item or button you want to select, press <ENTER>.

To return the crosshairs to the map window, press <TAB>.

The <PLUS> (+) key moves to the next character's Status Display.

The <MINUS> (-) key displays the previous character's Status Display.

Pressing F10 returns to the party roster display.

The <ASTERISK> (*) key toggles between a character's Portrait and Inventory Display in the Status Display.

The <ESCAPE> key cancels selections and causes the crosshairs to disappear.

Readied Items

On the left side of the Inventory Display is a figure showing all equipment the selected character has readied for immediate use, either held in the hands or worn on the body. (Find clothes on board the space bullet as soon as possible—walking around Mars without any clothes is dangerous!)

If you are holding something that requires both hands, the object will appear in one hand and an "X" will appear in the other—you will not be allowed to put anything in that hand.

To ready or unready an item, click on it with the left mouse button.

Carried Items

On the right side of the Inventory Display are all non-readied items carried by the character.

To look inside a container in your inventory, such as a bag, click on it. Click on it again to return to the main Inventory Display.

To ready a carried item, click on it with the left mouse button.

Encumbrance

Below the readied item figure and the inventory are two measures of encumbrance:

- **E** shows the weight of items you currently have equipped compared to the maximum weight your character is allowed to have equipped.

- **I** shows the total weight of your entire inventory compared to the maximum weight you could possibly carry. When you view a container in your inventory, only the weight of the items in that container is shown.

Status Display Buttons

At the lower left of the Status Display are several buttons. As many as five buttons may be displayed at one time, depending upon the circumstances. (If you are viewing the last character, there is no Show Next Character button, just as there is no Show Previous Character option if you're viewing your Avatar.)

From left to right, the functions of these buttons are:

- Show Previous Character
- Return to Party Display
- Switch between Portrait and Inventory Displays
- Show Next Character
- Change Combat Mode (for that character)

The functions of these buttons are self-explanatory, with one exception—Change Combat Mode. You must determine how each character in your party will respond when battle is joined. There are four combat modes:

- **Attack.** In this mode, a character closes with and attacks the nearest enemy.

- **Command.** This allows you to control that character's actions each turn, just as you control what your own character does.

- **Range.** This tells the character to stay at a safe distance and attack with ranged weapons.

- **Flee.** A character in flee mode avoids combat as much as possible.

A character's current combat mode is displayed in the bottom right-hand corner of the Status Display. To change modes, click the Change Combat Mode button to toggle through the various modes until the one you want is displayed. You can change a character's combat mode at any time, even in the middle of a battle.

THE MAP

The largest region, on the upper left side of the screen, is the Map. This shows the world through which you are moving, with the view centered on you (or another member of your party if you are in his solo mode). Above the Map, the current position of the sun is shown.

Mouse

To move your characters with the mouse, position the pointer over the Map until it changes to a white pointing hand, point it in the direction you wish to move, and click the left button. Press and hold the left mouse button to move continuously, controlling your direction by steering the white hand.

Some actions require you to select a location on the Map. (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.

To pass your turn (doing nothing), position the mouse pointer over your character and click the left mouse button.

Keyboard

Move by pressing an arrow key, or one of the eight keys around the "5" on the numeric keypad.

If asked to select where on the Map you want to perform an action, use these keys to move a set of crosshairs on the screen to the desired location and press <ENTER> to initiate the action.

To pass, press the spacebar.

THE COMMAND LEVERS

Below the map are eight command levers. With the **mouse**, move the pointer to the command lever you want to use and click the left mouse button. The lever will flip to the "on," or down, position to show that the command has been activated. Then select the object or person you want to use the command on. To enter a command from the **keyboard**, simply press the first letter of its name.

For frequently used commands, such as *Get*, *Look*, *Attack* or *Use*, you can click the right mouse button to lock a lever in the "on" position. Click the right button on a command and the lever will remain down until you click on a different command with the right button. Click the right button on any person or object (on the map or in your inventory) and the locked command will be executed on that object. You can change the locked command at any time.

Attack (A)

Attack is 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 within the range of the weapon you have ready.

The active character can attack at any time, but the other party members only assist in combat when you press B to Begin Combat.

Talk (T)

Talk lets you converse with the people you encounter in the game. You can also speak with the members of your party, including Dr. Specter and Nellie Bly, who begin as party members. In fact, be sure to ask Nellie for regular updates from her notebook—she keeps track of your major accomplishments and goals during the game.

After selecting *Talk*, select the character on the map you wish to speak with. The speaking character's portrait appears in the Status Display while he or

she is speaking, and the conversation is displayed in the map window.

You talk by typing single words on the keyboard and pressing <ENTER>. Only the first four letters of a word need to be typed. For example, the word "dreams" can be shortened to DREA.

Most people will respond to the words NAME, JOB, and BYE. (BYE ends a conversation, but you can accomplish the same thing by pressing <ENTER> without typing anything.) Some people also respond to the word JOIN, allowing you to add members to your party. (You can have no more than five people in your party.)

If you or your party members are hurt during play, return to the space bullet and *Talk* with Dr. Blood. He will do his best to restore the injured character(s) to health.

During the course of conversation, most people give you an idea of what they're interested in talking about—when you begin the game, subjects they want to talk about are highlighted in red. This help function can be turned off, by pressing <CONTROL>-H. However, with this help turned off, you'll have to figure out for yourself the key words in conversations. Be aware that even when help is on, some people also respond to unhighlighted subjects.

Look (L)

Look allows you to identify anyone or anything at the location you select on the map or in your inventory. When you use the *Look* command on an object you are adjacent to, you will also search it. This reveals the contents of packs, bags, crates and so forth. It also allows you to find hidden items.

Get (G)

Get lets you pick up an object on the map. If the object isn't too heavy to carry, and you have room for it, it will be put into your inventory. Under ordinary circumstances, you must be standing next to an object to get it.

Drop (D)

Drop can be used to lighten your load by getting rid of items you no longer want to carry. First, select the item in your inventory, then choose a spot on the map to place it.

Select the *Drop* command and then the object you wish to drop. Select a new location for the object and press enter.

Like the *Move* command, *Drop* sometimes prompts you to enter the number of items you want to move. Enter the appropriate number and press <ENTER>. You can press <ENTER> alone to move all of them.

Move (M)

Move is used to push an item or to transfer it between characters in the party. Select the *Move* command and then the object you wish to move. Select a new location for the object and press <ENTER>.

Some items (such as cans of oil, bullets and torches) are represented by a single picture in your inventory regardless of how many you are carrying. (A number below the picture shows how many you have.) When you move these items, you are prompted to type the number you want to move. Type the number and press <ENTER>. You can press <ENTER> alone to move all of them.

If you select an item on the map, you can sometimes push it to a position adjacent to where it began. Living things might not let you move them.

This command can be used to move things in and out of containers or from one character to another. For example, if you wish to give something in your inventory to somebody else, select *Move*, then the object you want to give, and then the character receiving it.

Certain heavy, wheeled objects can be moved simply by bumping into them. If they become wedged into a particular location, use the *Move* command to pull the object, then back out into the open.

Use (U)

In *Martian Dreams*, most objects have some function. *Use* lets you operate those objects. Among other things, it lets

you open and close doors, use a tent to rest, light or extinguish torches, and play musical instruments.

To use an object that requires a target, select the target when the word "On" appears in the message window.

For example, early in the game you must use a prybar on a hatch. To do this, click on the *Use* lever and then on the prybar (which can be readied or carried). When the "On" prompt appears in the message window, click on the hatch. Do this and Nikola Tesla will ask you a question to determine whether you are ready to venture forth. Answer his question, use the prybar again, and the hatch will pop right off its hinges.

To play a musical instrument, *Use* it and press the numbers 0 through 9 to sound individual notes. Press <ENTER> when finished.

One weapon, the Belgian combine, can be *Used* as a shotgun, a rifle, or a combination of the two. To set the combine to one of these, *Use* it and enter S for shotgun, R for rifle, or C for a combination.

Two Martian weapons—the heat ray and the freeze ray—can also be used in a variety of ways. For a single, narrow ray, *Use* these weapons and select the rifle (R) setting; for a wide beam, select the shotgun (S) setting; for a simultaneous ray and beam attack, select the combination (C) setting.

Be sure to acquire a sextant early in your adventure—*Use* it and it will provide you with the latitude and longitude of your current location. This will allow you to return to the spot at a later date. In some cases, characters will tell you to go someplace and give you coordinates—the sextant can help you find those places.

Begin/Break Off Combat (B)

This switches back and forth between party mode and combat mode. In party mode, the members of your party automatically follow you around. In combat mode, each character behaves according to the combat mode you have selected for them on their Inventory Display.

OTHER KEYBOARD COMMANDS

In addition to the mouse/keyboard commands already described, several keyboard-only commands will come in handy during play.

1, 2, 3, 4, 5

Each of these number keys activates solo mode for its corresponding party member. In solo mode, the party member selected can move around and perform actions while the rest of the party waits inactively. You cannot engage in conversation while in solo mode. Characters in solo mode shouldn't stray too far from the other party members.

O (Zero)

This key returns you to party mode from solo mode. The previously inactive characters rejoin the character that was in solo mode.

<CTRL>-S

<CTRL>-S saves your current game position. Save frequently during play and *always* save before trying anything especially risky.

<CTRL>-R

<CTRL>-R restores your last saved game. Anything you've done, good or bad, since the last time you saved will be gone. The game is returned to the exact position you last saved.

<CTRL>-Q

<CTRL>-Q ends your current play session and returns you to DOS. The game is *not* saved when you select this option.

<CTRL>-A

<CTRL>-A toggles the music on and off.

<CTRL>-Z

<CTRL>-Z toggles the sound effects on and off.

F1-F5

Each of these function keys activates the Status/Inventory Display for its corresponding party member.

Escape

<ESCAPE> aborts most game functions. Press <ESCAPE> if you select a command or press a key by mistake.

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