

ULTIMA II™ PLAYER GUIDE -- IBM

GETTING STARTED

Before you do anything else, make at least one copy of the Player Master (Disk 2). You may use either IBM DOS 1.1 or 2.0.

DOS 1.1: Load IBM DOS 1.1 into your computer, then press ◀CTRL C▶. Type in ◀Format▶ and press the Enter key ◀◀↵▶, then follow the directions that appear on the screen. After your disk is formatted, type ◀diskcopy▶, press ◀◀↵▶, and follow the prompts.

DOS 2.0: Load IBM DOS 2.0 into your computer, then press ◀CTRL C▶. Type in ◀Format.com▶ and press the Enter key ◀◀↵▶, then follow the directions that appear on the screen. After your disk is formatted, type ◀diskcopy.com▶, press ◀◀↵▶, and follow the prompts.

When you are instructed to put in the Source Disk, insert your Player Master into the drive. When you are instructed to insert the Target Disk, use your newly formatted disk. Now you have a Player Disk on which to create a character.

LOADING INSTRUCTIONS

IBM 64K System, DOS 1.1

Load DOS 1.1 into your computer, press ◀CTRL C▶. Then place your Program Master in the disk drive. Type: **ULTIMAii.exe**, then press Enter Key (↵).

If you wish, you may install DOS 1.1 on your Program Master. This will enable you to automatically load your **Ultima II** disk each successive time you play.

Load your DOS 1.1 disk. Press ◀CTRL C▶ in response to the Time and Date prompt. Type **Copy A:Command.Com B:** then press the enter ◀◀↵▶ key. Follow the prompts for inserting disks: in a single drive system, "Diskette for Drive A" refers to the DOS 1.1 disk and "Diskette for Drive B" refers to the **Ultima II** Program Master. When the prompt "1 File(s) Copied" appears, reinsert DOS 1.1, type **SYS B:** and press enter ◀◀↵▶. Continue to follow the prompts until the system is transferred, then load the Program Master disk to verify installation of the autoloader.

128K System, DOS 1.1 or 2.0

Load DOS 1.1 or 2.0 into your computer and proceed as outlined above. (NOTE: SINCE DOS 2.0 CANNOT BE INSTALLED ON YOUR PROGRAM MASTER, YOU MUST LOAD IT MANUALLY EACH TIME.)

After the banner page, a menu will prompt you to choose: ◀D▶ for a demonstration, ◀P▶ play a game of **Ultima II**, or ◀C▶ create a new character. To play, press ◀P▶. When the drive stops take out the Program Master, insert your Player Disk (the copy with your character on it), and follow the prompts on the screen.

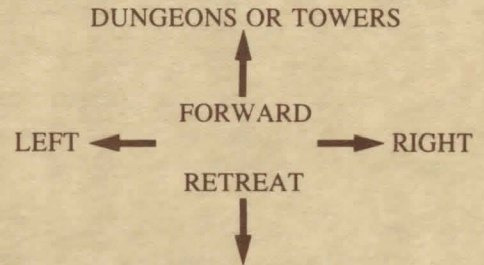
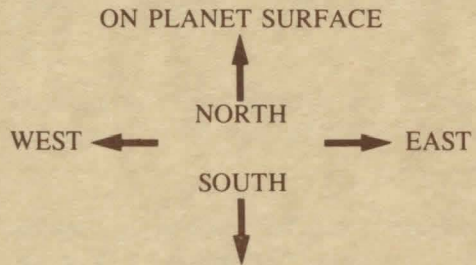
CREATE A CHARACTER

If you wish to create a new character before playing **Ultima II**, press ◀C▶. When the drive stops, take out your Program Master and insert a newly copied Player Disk. Follow the instructions for creating a character which appear on the screen. 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**.

Put a "write protect" tab on your Player Master, to prevent your accidentally writing on it. Do not attempt to copy the Program Master Disk!

MOVEMENT COMMANDS



On the surface of a planet, the right and left arrow keys control movement east and west; the up and down arrows move north and south. In dungeons and towers the right and left arrows control right and left turns; the up arrow moves forward and the down arrow retreats. Pressing the space bar in any area will pass your move. The ◀ESC▶ key will exit the demo mode and 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.